NINTENDO GAMECUBE™

Tom Clancy's

THE SUM OF ALL FEARS
ELITE TACTICAL COMBAT

TEEN
T
CONTENT RATED BY
ESRB

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625 Third Street, Third Floor
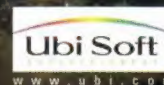San Francisco, CA 94107

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Tom Clancy's

GHOST RECON

SQUAD-BASED BATTLEFIELD COMBAT

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NINTENDO GAMECUBE™

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y, and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Official
Nintendo
Seal of Quality

Memory Card
Uses **17** Blocks

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

2 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

MATURE
M
CONTENT RATED BY **ESRB**

MATURE
Blood and Gore
Violence

LICENSED BY
Nintendo

# CONTENTS

STARTING THE GAME

Nintendo GameCube™ System

1. Set up your Nintendo GameCube according to the Nintendo GameCube Instruction Booklet.
2. Make sure the power is off before inserting or removing a Nintendo GameCube™ Game Disc.
3. Insert the Tom Clancy's Ghost Recon™ Game Disc and close the Disc Cover.
4. Insert the Nintendo GameCube™ Controller to Controller Socket 1, and turn on the Nintendo GameCube.
5. Follow the on-screen instructions to start the game.

COMMAND REFERENCE

Menu Controls

- Press the +Control Pad to browse or cycle through the different options.
- Press the A Button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the B Button to return to the previous screen or cancel a choice.
- Gameplay Controls: These are the basic commands for the default Controller configuration (Controller setting 1).
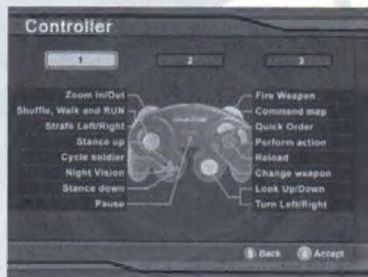
OVERVIEW

The Ghosts are an elite American Special Forces unit using the most advanced technology the United States has to offer. They are the first unit deployed into dangerous situations and the last ones to leave when things get rough.

While some of the gameplay elements of Ghost Recon may seem unfamiliar, everything in the game is designed to be easy to learn. Get ready for edge-of-your-seat action and challenging tactical gameplay.

Prepare to put your senses to the test against terrifying new threats to world peace and security. The fate of the world just might depend on you. No pressure.

PROFILES

The first thing to do is to update the game's database so it can store information about your progress. This is done with a Profile, saved on the Nintendo GameCube™ Memory Card. Each profile can contain two saved campaigns.

If existing Profiles are found, a list, and details concerning the highlighted Profile are displayed on the right part of the screen.
Select the "NEW" option to create a new Profile.

New Profile

Enter a name for your new Profile. Move the highlight on the virtual keyboard using the +Control Pad or the Control Stick. Press the A Button to validate a letter. Press the Y Button to delete the last entered letter. Select "OK" to validate the name and go to the Main Menu.

Change Profile

If you want to change profile or create another new profile, press the B Button from the main menu to go back to the Profiles' selection.

MAIN MENU

Select one of the following options:

- **Training:** Learn the skills you'll need to play Ghost Recon.
- **Tactical Exercises:** Practice new techniques before experiencing combat in the field.
- **Campaign:** Start a new single-player campaign or load a saved game.
- **Quick Mission:** Play a single mission on any difficulty level or game type without starting a new campaign. You must unlock the missions in a campaign first.
- **Multiplayer:** Play a split-screen multiplayer game.
- **Statistics:** Check your game progress and ranking information.
- **Special Features:** Access all the features you've unlocked.
- **Options:** Set gameplay, Controller, screen, and sound options.
- **Credits:** Take a look at all the people involved in the production of this game.
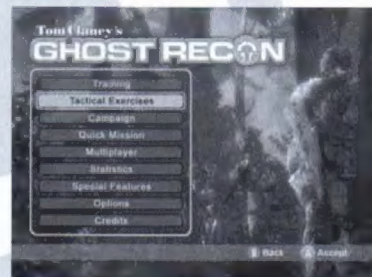
TRAINING

Choose a training mission where you can hone your skills before starting a campaign.

Playing the Training Missions

The red lines on the ground of the training area are your paths. As you follow them through the training field, voice cues and texts pop-ups

will explain how to perform important tasks in the game. The entire set of training courses takes place in a single mission space. When you finish one training mission, you can go forward to the next. You can also follow the red line back to a previous training station and repeat that one as many times as you'd like.

Ending Training

To exit Training, press START and select Quit. This will take you back to the Main Menu.

TACTICAL EXERCISES

The Tactical Exercises are short missions designed to teach you some basic combat skills. The better you get at these, the better you'll be at playing the actual game and the more fun you'll have.

Skills

Each exercise will introduce one specific skill:

- **Shooting:** Learn to eliminate an opposing force. Use different classes of weapons and get a feel for how each one operates.
- **Rescue:** Find and rescue a downed pilot and escort him to safety.
- **Demolition:** Learn how to really do some damage. Infiltrate an enemy facility and plant demo charges to destroy part of it.
- **Anti-vehicle:** Learn to destroy vehicles such as tanks and armored personnel carriers with heavy weapons. Ambush the vehicle column and protect your demolition soldier.
- **Defend:** Direct your teams to good firing positions in order to protect a radio station from incoming waves of enemies.

This section is also the best place to perfect your skills or experiment with new strategies! Do not hesitate to try the exercises again from time to time, for practice.
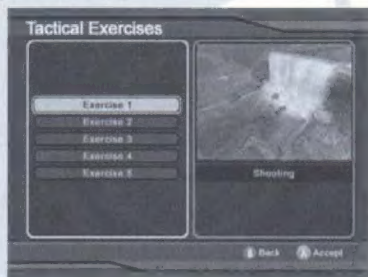
CAMPAIGN

In a campaign game, you play the missions one after another following the storyline. Once you complete a mission successfully, it will be available to be played in Quick Mission mode.

New Campaign

You have to decide the difficulty level of your campaign game:

- **Recruit (easy):** Designed for new recruits. You will have gameplay assistance such as auto-targeting, direction indication, radar,

and threat sensor. Enemies are less skilled.

- **Veteran (normal):** This level offers more challenge for experienced soldiers. Assistance is reduced, and enemies will offer a stronger resistance.
- **Elite (hard):** This is the most difficult level, and is not for those who have any doubt about their skills. The game provides no assistance at all: You and your fireteams are all alone against skilled and numerous opposition.

Continue Campaign

If your Profile contains saved games, you can resume a campaign.

QUICK MISSION

The Quick Mission Screen lets you pick an unlocked mission without starting a campaign and experience different game types and difficulties.

Mission Selection

After you choose a mission, difficulty and game type, you will go to the corresponding Briefing screen.

Game Type

In Quick Mission mode, you can customize the game type and difficulty. Press the +Control Pad up/down to choose one of the three game types:

- **Mission:** The objectives are the same as in the campaign game. You can practice particular missions and/or experiment with difficulty levels without running an entire campaign.
- **Firefight:** You have a single mission objective: Eliminate all opposition. The enemies are randomly distributed throughout the levels.
- **Recon:** Your objective is to make it from an insertion zone to an extraction zone on the other side of the map. No team member casualties are allowed.

Difficulty

The difficulty levels have the same definition as in the campaign mode: Recruit, Veteran, Elite. Press the +Control Pad up/down to change the difficulty level.

MULTIPLAYER

Choose Multiplayer to play a two-player split-screen game.

STATISTICS

You can check your game progress and time ranking. Each box represents a combination of game mode and difficulty. Select one and press the A Button to review your information.

SPECIAL FEATURES

Check this part as you progress in the game to see the surprises you have unlocked.

OPTIONS

Gameplay
- **Blood:** Choose whether or not you want to see blood.
- **Dead Bodies:** Choose whether or not you want to see corpses.

Controller
- **Controller Settings:** Choose your Controller configuration here.

Advanced
- **Sensitivity:** This value influences the maximum speed of Look up/down and Turn left/right. The higher the Sensitivity value is, the faster you are going to turn and look.
- **Reverse:** This reverses the orientation of your Look up/down.
- **Rumble:** You can turn your Controller Rumble on or off.

Sound
Sound levels range from 0 to 10, 0 corresponding to a mute sound.
- **Master:** Controls the general sound volume level.
- **Effects:** Controls the volume level of sound effects like gunfire.
- **Music:** Controls the volume level of the game music.
- **Voice:** Controls the volume level of in-game voice.
- **Surround:** Switch the Dolby® Surround Pro Logic II on or off. When this is set to off, the sound is stereo.

Screen
Use the +Control Pad to set the center position of the game screen. Press the A Button to confirm your change, or the B Button to cancel.
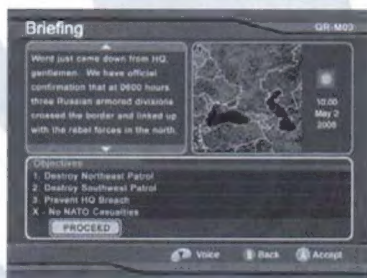
BRIEFING

You can highlight the selections on the left part of the screen by pressing up/down on the +Control Pad. The default selection is Proceed.

Mission Information

When you enter the screen, a regional map indicates the location of the mission. You can also check the time of the day and the weather.

As soon as you move your selection, a more detailed mission map appears to indicate the position of your objectives as well as give you some intelligence photos. Select proceed again to display the regional map.

Briefing Text

The Briefing text gives you the current context of the mission. Press the A Button when the up or down arrows are selected to scroll the text up or down.

Use the Y Button to turn the briefing voice on and off.

Objective List

This screen also includes the list of your objectives. Some objectives are numbered, while others are marked with an X. The objectives marked with a number are the core objectives of the mission. These are the tasks your platoon needs to complete in order to finish the mission successfully. Those marked with an X are special objectives: completing these will unlock a Specialist.

When one of the objectives is selected, press the A Button to view the corresponding intelligence photos.

Proceed

Press the A Button when Proceed is selected to go to the Platoon Setup screen.

PLATOON SETUP

When you enter the Platoon Setup Screen, the "GO" Button is selected by default. A default team setup and weapon configuration has been made to fit your mission. The screen is divided into two parts. One displays the fireteams' formation, while the other part displays a single soldier's information.

Fireteams Formation

Your platoon is divided into two fireteams: Alpha and Bravo. For each fireteam, you can select up to three soldiers and prepare them for combat.

Unassign All/Auto Assign: When you select "Unassign All" and press the A Button, all soldiers are removed from the teams and the button name is changed into "Auto Assign." Press the A Button again to select the default team and equipment.

Order: For both fireteams, there is an Order option. When it is selected, you can cycle the soldier's order in the fireteam by pressing left or right on the +Control Pad. The first soldier listed in the fireteam is its leader.

Soldier Names: When you select one of the soldier's names, the corresponding soldier's information will be displayed. You can use the Control Stick to browse all available soldiers.

When one soldier is selected, press the A Button to change the soldier's equipment and statistics (in Campaign Mode only).

If you press the B Button while modifying the soldier, all changes will be canceled.

Operatives and Replacements

In Quick Mission mode, all basic operatives as well as unlocked specialists will be available.

During a Campaign, it is the nature of the dangerous situations that there will be casualties. Between missions, any incapacitated characters are removed from the player's fireteam and replaced from a pool of available soldiers.

Soldier Information

In the soldier's information area, there is a list of icons that indicates the available soldiers and specialists, and which are selected in your fireteams. The icons also indicate the class of the soldier. There are four different classes: rifleman, support, demo and sniper. The available equipment depends on the soldier's class.

Kits

You can cycle through the available field kits corresponding to the soldier's class by using the Control Stick.

Each kit is composed of two items. The kit descriptions include the item's name, picture, and ammunition capacity (when appropriate). The first number displayed is the total number of bullets included in the kit, while the second number is the number of clips in which those bullets are carried. For special items, such as grenades, the number of available items of that type is displayed.

When you are satisfied with the equipment, press the A Button to validate it and move to the Statistics modification of the soldier.

The Right Tools for the Job

Certain missions require specific kit items to complete. You won't be able to advance into a mission (GO!) without the required kit for the base mission objectives.

Statistics and Combat Points

Each soldier has a set of statistics that include his ratings for the following skills:

- **Weapon (W):** His accuracy with his weapons; reflected in how quickly the targeting reticle pips converge when he is the active character.
- **Stealth (S):** His skill at moving quietly; reflected in how close he can get to an enemy before being detected.
- **Endurance (E):** His ability to take physical damage, reflected in the number of wounds he can take.
- **Leadership (L):** His ability to make all of the soldiers around him better, reflected by a one-dot increase in all skills for all soldiers in his platoon for every three dots he has of Leadership.

In Campaign Mode, each soldier who successfully completes a mission will be awarded a Combat Point that you can use to increase his statistics.

In Quick Mission mode, you are given a fixed number of Combat Points depending on the mission you have chosen. Dispatch them wisely between your fireteam members.

Select the skill you want to modify, and press left or right on the +Control Pad to decrease/increase the value. Note that you won't be able to decrease the value less than it was when you entered the Platoon Setup screen. When you are satisfied with the distribution of the Combat Points, validate it by pressing the A Button.

GO

When you think your fireteams are ready, select GO and press the A Button. You and your platoon's members will be transported to the mission.

Now that your platoon is ready to follow you, let's move out and enter the action.

Important Concepts

Going into the battlefield requires some basic knowledge. The two concepts described here are really important in the game.

Reticle ▨

At the center of the screen is your targeting reticle. The reticle is your means of aiming your weapon where you are shooting. There are different reticles for each class of weapon or item.

The reticle consists of two parts: the center component and the pips. The center component represents the center of your current aim. The pips are small lines that represent the range of accuracy you have at any given moment. The longer you focus on a particular target, the closer to the center of the reticle the pips move and the more accurate your fire is. Any firing you do will hit somewhere within the area delimited by the pips.

Depending on the difficulty mode you are playing, the reticle is equipped with two assistance features:

- **Auto-Targeting:** When there is an enemy near your reticle, it will automatically move to target him. This is available only in Recruit (Easy) level.
- **Recognition:** The reticle will change color when moving over a character. It will turn blue over friendly troops and red over enemies. This is available in both Recruit (Easy) and Veteran (Normal) levels.

ROE (Rules of Engagement)

The ROE will define the behavior of the soldiers you do not directly control. You can distinguish two types of ROE (Movement and Combat); each having three settings. The ROE are set for one fireteam.

For Movement, possible settings are: ✖ ➔ ➡

- **Hold:** The fireteam halts in position.
- **Advance:** The fireteam moves to their next waypoint if there is one. If a fireteam set to Advance is fired upon, they will drop down to Hold.
- **Advance at All Costs:** The fireteam moves forward regardless of opposition. For Combat, they are: ⌐ ⌐ ⌐
- **Assault:** The fireteam shoots on sight. This is the default setting.
- **Suppress:** The fireteam shoots on suspicion that hostiles are nearby.

- **Recon:** The fireteam takes pains to avoid shooting, but they will fire back if fired upon.

Movement

At any given time in the action phase, you are in direct control of a single soldier. The soldier you control automatically becomes the leader of his fireteam. Other fireteam members will therefore behave according to your actions.

Looking

Use the C Stick to move the soldier's facing direction. Up and down can be inverted in the options menu.

Walking / Running / Shuffling

Press the Control Stick up and down to walk forward and backward. Press the Control Stick left and right to sidestep left and sidestep right. Those movements do not change the direction the operative is facing.

To run, press the Control Stick to the maximum angle while moving forward. Running increases your rate of movement, but also increases the noise you make. You can only run while moving forward.

Shuffle is a slower and quieter form of movement than walking. You can shuffle in any direction by moving the Control Stick slightly in the direction you want to move.

Stance

There are three stances in Ghost Recon: upright, crouched, and prone. The higher your stance is, the faster you can move, but the more likely it is that the enemies will see you.

To move to a lower stance, press the Drop Stance Button. To move to a higher stance, press the Raise Stance Button.

Weapons and Items
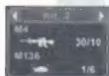
Your soldiers can be equipped with a variety of weapons and items. Each character goes into combat with a kit containing two items.

Firing

To fire your weapon, press the Fire Weapon Button.

Switching Items

You can switch between your primary and secondary items by pressing the Change Weapon Button.

Changing Magazines

Press the Reload Weapon Button to change the magazine or reload a weapon. Your reticle will change to show the progress of your reloading procedure. You cannot fire while reloading.

In Recruit (Easy) difficulty level, the reloading occurs automatically when the number of bullets in the current magazine reaches 0.

Zoom In and Zoom Out

Some of your weapons allow you to zoom in for a better look. Use the Zoom in/out Button to change the zoom level.

Grenades

Tap the Fire Weapon Button to toss a grenade. To launch it further, hold the Fire Weapon Button longer.

Binoculars

Binoculars not only provide a much better long-distance view than most weapons, but also carry an embedded satellite interface technology to help you detect enemies. Use the Fire Weapon Button when they are selected to use this technology.

Demolitions Charges

Certain missions require that you plant demolitions charges to complete objectives. To use a demolitions charge, press the Fire Weapon Button when equipped. Placing a charge requires some time during which you cannot move or fire.

Claymores

Claymores are dropped on the field. At this point, the weapons indicator changes the claymore icon to that of a detonator. Pressing the Fire Weapon Button again sets the claymore off.

Sensors

Sensors function like an extra soldier in terms of detection. When a hostile or a vehicle passes within the detection range of a sensor, they appear on the command map. Sensors are placed on the field using the Fire Weapon Button.

Night Vision

All soldiers are equipped with a Night Vision device to detect enemies in dark environments. Night Vision can be toggled on and off by pressing the Night Vision Button.

Other Actions

Quick Order

While you directly control one fireteam as its leader, you can also give a simple move order to the other fireteam. Press and hold the Quick Order Button, and your reticle will turn into a Quick Order icon. Release the Quick Order Button when the reticle is over the point you want the fireteam to move to.

Note that this Quick Order will overrule all other waypoints, and the fireteam's ROE will be automatically set to Advance and Assault.

Switch Soldier

Pressing the Switch Soldier Button will change the soldier you directly control. You can cycle through all of your platoon's soldiers by using these buttons.

.50 Caliber Machine Guns

In some missions you may find fixed .50 caliber machine guns. If you walk up to one and press the Perform Action Button, you will be able to use it as a normal weapon. If you fire the machine gun for too long, it will overheat and will not be operable until it has cooled down again.

Doors

You will encounter two types of door in Ghost Recon:
- Opened: Just press the Action Button and the door will open.
- Unopenable: These cannot be opened.

Rescuing Hostages

Certain missions require you to rescue hostages or to take enemies prisoner in order to complete objectives. When you see the enemy to capture or the hostage to rescue, just bump into them with your soldier. The character will then follow you.

Objectives

Certain missions require specific objectives such as gathering intelligence information. Just get close to the elements you have to retrieve or manipulate and the task will be performed for you automatically.

ON-SCREEN INTERFACE

There are several elements in the on-screen interface that give you information crucial to playing Ghost Recon.

Soldier Panel
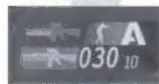
At the lower-right corner of the screen, it gives you details about the soldier you control. You can see his fireteam icon. The color of the silhouette reflects the soldier's health status. It will turn yellow when the soldier is wounded, and red when he is dead.

The two items of the soldier's kit are displayed next to the silhouette, including the ammunition information. Instead of the total number of rounds, the first number here is the remaining number of bullets of the inserted clip. The color changes to warn you when the number is low.

Radar & Threat Indicator

The Radar and Threat Indicator appear at the center of the bottom of the screen. The central part is the Radar. Enemies that are within the range of the radar will appear as red dots, friendly troop as green dots.

The Threat Indicator is composed of four zones that can flash yellow or red around the Radar. A yellow color indicates that a possible threat has been detected in that direction. A red color indicates that enemies' fire is coming from that direction.

A white line indicates the direction of the next location to reach. It can either be the next uncompleted objective, or the next waypoint you have set for the fireteam.

Zoom Indicator

The bar moving up and down over the gauge displayed in the right part of the screen indicates your zoom level.

Second Team panel

On the left side of the screen, a panel indicates the status of the second fireteam. The silhouette reflects the status of their leader, while the two icons represent their Movement and Combat ROE.

Messages

You will occasionally receive messages from the game, which pass along important information. These messages will appear in the upper left of your screen.

THE COMMAND INTERFACE

The Command Interface is a more strategic way to control and select your soldiers during the action phase. Press the Z Button to toggle the Command Interface display on and off.

The Command Map

Description

On the map you'll see the following indicators:

- **Objectives:** A specific icon marks your objectives. Note that some objectives, like vehicles to destroy, are moving: only their original position will be marked.

- **Your Troops:** Both fireteam positions are marked with their icons.

- **Other Troops:** These appear as small diamonds. Friendly soldiers appear green, while unfriendly ones appear red.

- **Vehicles:** Moving vehicles appear with their specific icons.

Except for friendly troops, indicators appear on the Command Map if one of your soldiers has a line of sight on them, or if they are in range of a sensor.

Controls

The Controls used in the command map are the following:

L Button	Select Alpha team in Command Map
R Button	Select Bravo team in Command Map
Z Button	Toggle the Command Interface On/Off
Control Stick/+Control Pad	Move map cursor/Move firing arc
C Stick	Command map Zoom In/Out
A Button	Create waypoint.
Holding A Button	Change firing arc
B Button	Cancel the last entered waypoint
X Button	Change Level (upstairs, downstairs)
Y Button	Switch Command Map and Soldiers Cards
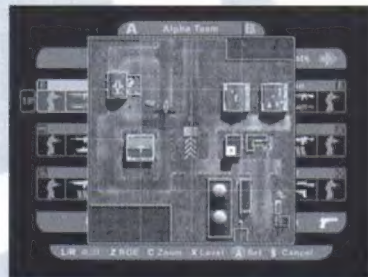
Waypoints

A sequence of Waypoints draws a path on the map. To set a waypoint for the currently selected fireteam, move the map cursor with the Control Stick or use the +Control Pad for more detailed movement. Press the A Button to confirm its position.

A fireteam will select the best path to follow between waypoints. The fireteam's path will appear as a flashing line until the final path is found.

Firing Arcs

Firing arcs direct a team to scan an area when they reach a waypoint. To set a firing arc, hold down the A Button when you set a waypoint. A yellow arc appears on the Command Map. Use the Control Stick or use the +Control Pad to change the arc direction.

Soldier Cards

The Soldier Cards allow you to switch between soldiers and set the fireteam ROEs. It also shows your entire platoon's current status.

Soldiers' Information

Each soldier has a card displaying information: his name, his health status (the silhouette color), and the ammunition status.

The soldier you are in direct control of has a Controller displayed next to his card. To change the soldier you control, move the selection using the Control Stick or use the +Control Pad, and press the A Button to confirm.

Set ROE (Rules of Engagement)

Use the Control Stick or use the +Control Pad to select the Command or Movement ROE card of one team, and press the A Button to cycle through the different settings.

PAUSE MENU

Pressing START brings up the Pause Menu. This is a fast way for you to check your objectives during a mission as they are displayed here.

Pause Options

- **Continue:** Return to the game exactly where you left off.
- **Quick Save:** Saves the current game.
- **Quick Load:** Load a game.
- **Restart:** Restart the mission.
- **Options:** Change some of the game options.
- **Quit:** Leave the mission and go back to the Main Menu.

QUICK SAVE & LOAD

Unlike normal saves, Quick Save is made in memory, not on the Memory Card. Any new Save will overwrite the last one and Quick

Load will load the last Quick Save. Quick Save will be lost as soon as you leave the mission.

FINISHING A MISSION

The mission is completed successfully when all mission objectives have been completed. If all enemies in one map are eliminated, then the mission is automatically successful.

If all of your team members are dead or one of the objectives is failed, the mission is failed.

Mission Accomplished Options

- In Campaign Mode, after you have finished a mission, you can choose Proceed and Quit. When you choose Proceed, you will be asked if you want to save before you go to the next Campaign mission.
- In Quick Mission Mode, after you have finished a mission, you can choose Proceed and Quit.

Mission Failed Options

- In Campaign Mode, after you have failed a mission, you can choose Proceed and Quit.
- In Quick Mission Mode, after you have failed a mission, you can choose Proceed and Quit.

Objective Status

Each mission objective is listed here, along with an indication of whether you succeeded or failed its conditions. Note that it is possible to succeed at some missions without meeting all mission objectives, if the default objectives have been met instead.

Mission Information

This shows you the basic details of the mission. It includes mission type, difficulty, elapsed time, and best time.

Platoon Status

This displays a list of all of the soldiers in your platoon for the previous mission. Each is listed with a rundown of their performance.

MULTIPLAYER

Multiplayer gaming allows you to play with another player in split screen. All equipment sets are available in all multiplayer modes. Save, Load, Quick Save, and Quick Load are not available in Multiplayer.

Multiplayer Game Settings

The game settings available for multiplayer are:

Game Type

- **Survival (Death Match):** The two players play against each other. Each kill scores one point. Whoever has the most points at the end of the game wins. There are no other soldiers in the map.
- **Mission Cooperation:** The two players have the same objectives as in single-player mode. However, there are no other fireteam members to help you.

- **Firefight Cooperation:** This is similar to mission cooperation, with one single objective: eliminate all opposing forces.

Map

Choose the map you want to play in. Special Multiplayer maps are available for the Survival game type.

Difficulty

This is cooperation mode only. The difficulty levels are the same as in single-player mode.

Time Limit

This is for Survival and Search of Rescue game types only. It limits the length of your game to 5, 10, or 20 minutes.

Respawn

When respawn is On, players who have been killed will reappear in the map with the normal starting settings.

Player Setup Screen

In this screen, you can change the following settings:

- **Soldier Type:** Select Rifleman, Support, Demo, or Sniper.
- **Kit:** You can choose one of the available kits for the selected soldier type.
- **Controller:** You can select your preferred Controller settings.

When a player is ready, he can select GO and press the A Button. "Waiting for the other player" appears on the screen. When both players are ready, the game starts.

Multiplayer Interface Elements

You will see the following information depending on different game types:

- **Survival:** Number of kills and time countdown.
- **Mission Cooperation:** Same as single-player.
- **Firefight Cooperation:** Same as single-player

Multiplayer Pause Menu

When one player presses START, the game pauses and a menu appears:

- **Continue:** Return to the game exactly where you left off.
- **Restart:** Restart the mission.
- **Quit:** Go back to the Main Menu page.

Multiplayer AAR Screen

At the end of the game, the After Action screen will display the following information:

- **Survival:** Both players' kill statistics.
- **Mission Cooperation:** Mission objectives.
- **Firefight Cooperation:** Both players' kill statistics.

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Special Thanks to
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TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, http://support.ubi.com. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

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This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: http://support.ubi.com/.

Contact Us by Email

For fastest response via email, please visit our website at:

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From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9 am–9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubi Soft Technical Support
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Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

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